Notes: Matteo Menapace

Daybreak - One of his games that he made

Blog Posts - Really important as designers - to keep a log of what you are doing. Some private internal journal

Process -
March 2020 - Covid 19. Matt Leacock writing about what he learnt from designing the game Pandemic. Talking about the game. Matteo also wrote an article - similar thing.
Matt then replies back to him about the Climate crisis. “What can I do about Climate Change?”
Sharing their thoughts about this.

1st) What kind of Game did they want to make? (Especially working with someone else so that you have some sort of agreement)

2nd) Design Goals
- Lets people explore the solutions
- Realistic - Real World Data
- Cooperative Game (work together, not against)
- Empowering

Climate Actions - Own individual actions (Use less electricity, water…) - Not enough to change the world
Game that focuses on the collective responsibility, not individually

A game that doesn’t have any complex things behind the scenes.

They didn't make an educational game so that it wasn't too “Preachy”. They want to teach you the right thing, and force you to make the right choices. Not much freedom in doing what you can do.
<Some solutions that some people may not agree with, but can be a potential solution>

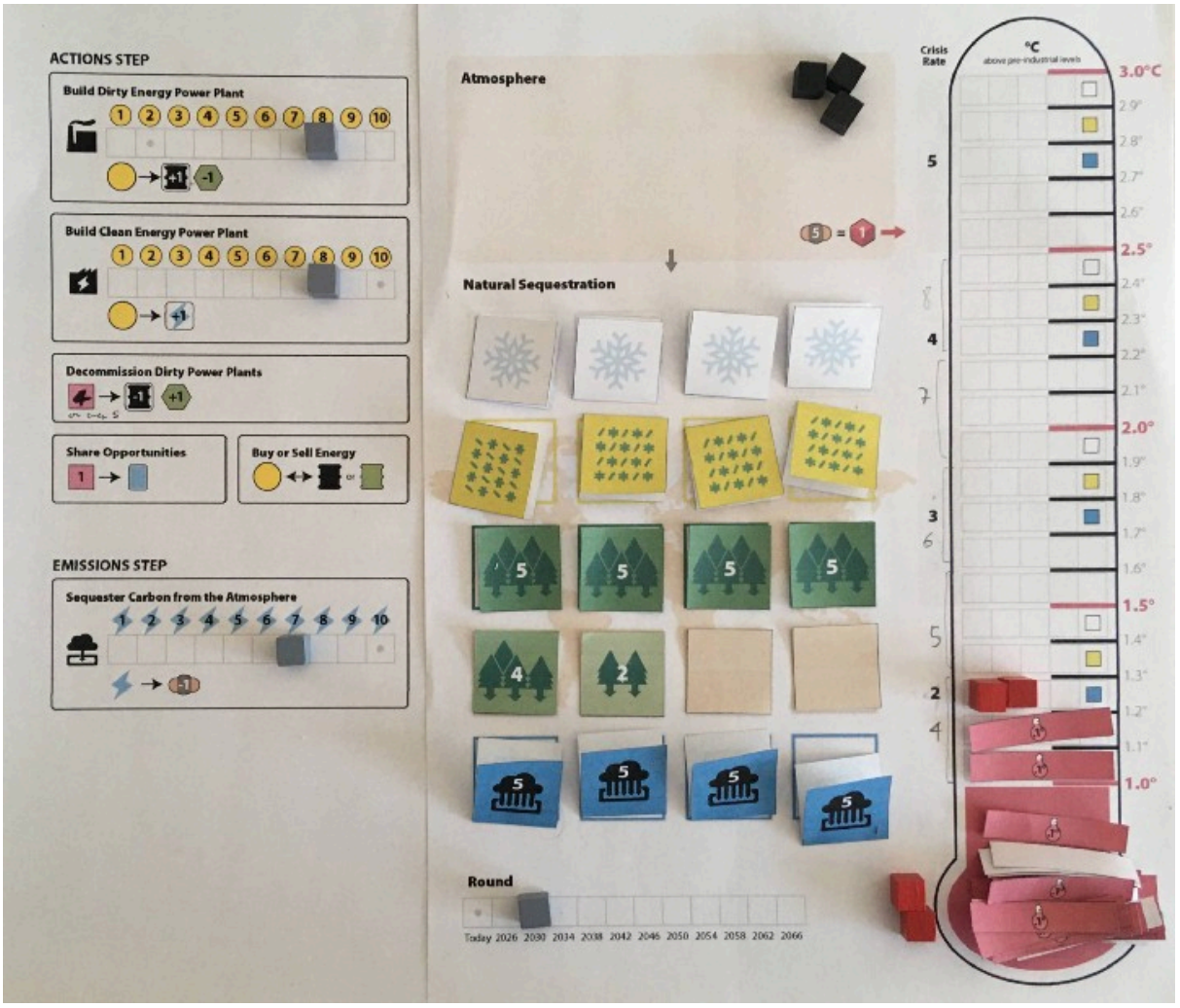
Cooperative - Strange since some people (Like Politicians) are against climate action. Politics have their own way to stop this. Decided to take a different approach - where the most powerful people in the world decide to take the Climate Crisis seriously.
- Maybe a leap into the future - what it could look like. Utopia

Empowering - Every player has a unique role in the game, doing different actions. They come together to have a meeting. Powering so that they know about Global Warming and how to reverse the crisis.

3rd) Meetings - Discussing about the game. “Why are we making this game?”
Once they are clear about what game they wanted to make, go into Prototyping.

Where to start? - Started with the Problem.
Design the Carbon Cycle, playing around with something that they could interact with.

4th) Early Prototype -



Talking about the prototype
Making some changes with the prototype - i.e. Thermometer which went up to 3 Degrees Celsius above world temp. Too much since it could become inhabitable, so changed it to 2.

5th) Redesigning the Prototype - more changes that they made.
I.e. Each round is 4 years long because it sounded like a good number.
Reduced the amount of years since each round is too long, went from 12 to 6. Making it so that if you go over 6 rounds, you'll lose.

- Rest talking about "Daybreak" and the process of creating the components
- Win/ Lose Conditions.

Playtesting seems VERY important for the changes that the Matts made. Playtesters which were other people.